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System Wide or Workbench Problems:

NEVER REMOVE A DISKETTE IF THE DRIVE LIGHT IS ON!

If the workbench is run in a system with more than 512k the
window scroll arrows will not be rendered correctly. There are
4 of them on every open drawer and disk.

If you save a project (painting, letter,...) the Icon for that
new project may not appear in the window until you open and
close the window.

In some cases the system will put up a requester saying "please
put volume <name>in ANY drive." when, in fact, the disk MUST be
put in some SPECIFIC drive. The errata on this should say that
the system frequently needs to use a disk in the same drive that
it was last in. If you put the disk in the wrong drive, the
requester will just come up again, so you can't hurt anything --
you'll just get confused.

The specs for the file system call for an extra safety feature
in case someone removes a disk while the disk light is on. If
you remove the disk while a write is happening, you will have
just destroyed your disk. Life if tough. However, if a write
wasn't in progress, the DOS can detect this and put up a
requester telling you to PUT THAT DISK BACK! The DOS can then
recover. This isn't happening. Instead the DOS puts up a
requester saying read/write error. In many cases this doesn't
seem to be recoverable (i.e., whatever you were doing on the
disk, you'll have to do over -- your disk may be damaged). The
moral of this story is don't remove the disk while the red light
is on.

Whenever two layers are locklayerromed, there is a potential for
a system lock up if some other task attempts to locklayer the
same layers. This might be seen if you open a lot of very
active smart-refresh windows.

The Info menu item in Workbench goes away without displaying
anything if you select a DOS disk that doesn't have a Disk. Info
file in its root directory.

Many portions of the system offer you the ability to fill up
your disk. If such a service fails because the disk has become
full, the partially done stuff (e.g., a partially copied file)
is not backed out. There is no way, under the Workbench, to
reclaim this space. You have to use the CLI. Use the CD
command to get to the directory (drawer) the partial file is in.
Use the Delete command to remove it.

The disk "gas gauge" reflects the fullness of the diskette

currently in the drive the gas-guage's diskette was in when it
was opened.

The system allows you to rename a directory into a child of
itself (e.g., Rename devs devs/printers/whoops). This has the
effect of snipping the devs directory and anything under it out
of the hierarchical file system. You can NOT recover from such
a loss. This can also be done under the Workbench by dragging
drawer icons into their children. The system prevents transfers
into directories immediatly attached to directories (e.g.,
Rename devs devs/devs) but does not stop you from going two or
more levels in.

Running programs under the Workbench frequently loses one or two
56 byte chunks of memory.

The Fast Floating Point Math Transcendental Functions
disk-loadable library loses some memory when it is Closed and
Expunged from memory.

(Possible misunderstandings:)

When only using one drive environment...If you try to get Info
about a non-open diskette icon other than the Workbench disk you
booted from before getting info on something else first the
system will crash.

The device RAM: is not accessable by workbench users although
Workbench programs and CLI users can still use it.

Workbench does not support the dragging or duplication of all
items in an Extend-Selected set of Icons.

Workbench does not treat selecting a window the same as
selecting the Icon from whence that window sprang. For
instance, to Cleanup the disk window, select the disk ICON then
choose the Cleanup menu item.

The Discard menu item brings up a requester warning you that
there is no getting discarded data back. You should click the
"Retry" gadget if you want the Discard to proceed.

There is no way to "Cleanup" the backdrop workbench display (the
full screen area containing the disk icons).

There is no need to "initialize" a diskette you are about to do
a diskcopy to. On a 2 drive system just insert a blank diskette
and an icon labeled "DEx:BAD" will appear. Drag the disk you
want to copy over it.

Demos and Workbench Utilities:

Some of the demos are not very "system-friendly". They use a

very large percentage of the available CPU cycles. Expect other
programs to slow down while you are running them.

The font-size sub-menus in the Notepad Font menu don't mutually
exclude. That means that if you select topaz-9, then
sapphire-14, then topaz-9 it will not change back to the topaz
font. You have to select topaz-8, then topaz-9.

RoboCity, Molly, Boing, and the Mandril will not run (correctly)
in a machine with other than 512k of memory.

Trying to size the top (small) Mandril window will cause the
system to run out of memory. The sizing will not take place.

The Clock program seems to interfere with large graphics
programs (like preferences). Cause unknown, under
investigation. Regarding clock, notepad and preferences bug:
this appears to be a variant of the info hang problem...made
worse by the clock receiving spurious refresh signal and
competing with preferences for layer locking on update/refresh
events.

Diskcopy will accept a Tool as an argument (should only take
Disks). You can only do this by Extend-selecting the Tool and
the Diskcopy Icon.

One drive Diskcopy cleverly keeps you from using your Source
disk when it wants the Destination disk. But it will let you
use the Destination disk when it wants the Source disk.

Possible misunderstandings:

WARNING: If you have a drawer selected when you choose
"Discard" everything in that drawer (including other drawers)
will be discarded.

Clicking to open: If for some reason you click tool-1, then
shift-click tool-2, then open (either by double clicking of
Menu-Open) the FIRST tool selected will be run. This may not be
the tool that was double clicked.

To save a portion of your desktop layout select (or extend
select) the items you want to save. Then choose the Workbench
special menu item "snapshot" to save.

After Boing loads (wait for both sets of disk activity to stop)
use Left-Amiga and "M" keys to push the workbench screen to
back. Click once in the Boing screen to start it, and again to
pause it. The pointer gets very small when you click the boing
screen. To restore the pointer to normal click in the Workbench
screen.

Graphics demos close differently:
        Workbench Close gadget on window for:
            Dots, Boxes, lines, fields, Molly, chart.

Pull down the graphics screen if you can no longer see
the workbench, or use the Left-Amiga and "N" keys to pop
it to the front.

H.A.M and Boing have "invisible" close gadgets in their
upper left hand corners

The representation of the close gadget on the Mandril
is just below the actual "hot spot".

In preferences "reset colors" brings you back to the colors you
had at the time you ran Preferences, not the original Amiga
colors. If you want the original colors back you'll have to
select "reset all"

Additional information:

Occasionally you may get error numbers in the menu bar of the
workbench display. Their meanings follow:

    103   Out of memory. Close down unused windows.
    121   Not an object module (the tool you are trying to open is
           corrupt, recopy from your backup.)
    202   Object in use (some other process, tool, or program is
           already using the thing you want.
           You may just have to wait til it is done.)
    210   Invalid stream name. You have tried to rename or create
           a file using an invalid character.
    213   Disk not validated. You may need to wait for the disk
           to validate, or your diskette may be bad; in which case
           it will never be validate.
    214   Disk Read only. You may not change or add any
           information on this disk. Either move the slide switch
           on the diskette or use another diskette.
    218   Device not mounted. The needed diskette is not in any
           drive.
    222   File undeletable

Problems With Textcraft:

Textcraft currently ONLY runs in a 512k machine.

Problems With Graphicraft:

Using the magnify window may cause a crash. This seems to be
related to sizinf and moving that window.

ABasiC Problems:

ABasiC does NOT create Workbench Icons. You must use save and
load to get your programs.

CLI Problems

If you start a directory listing with the CLI List or Dir
Commands, then pause the listing by typing a character, then
eject the disk being listed (after its light goes out), then
resume the listing by typing backspace -- your machine will
crash.

Problems only Developers will Notice+

The native linker runs out of memory on a 512k machine linking a
program image which amounts to roughly 140k of program with
LC.LIB and Amiga.Lib.

The graphics "Region" functions XorRectRegion and NotRegion have
not yet been implemented.

If you were able to create additional RAM that was recognized by
the system before it finished booting the system would hang.
This should not be a problem as Addmem is currently the only way
of doing this and it requires that the system be running first.

When calling Write to a printer device, specifying io-Length of
-1 (not 0, as documented in ROM Kernel manual) causes output to
be sent until 0*00 is encountered. However, this is not working
correctly in VI.0 and will be fixed in the next release.

this document was generously contributed by

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